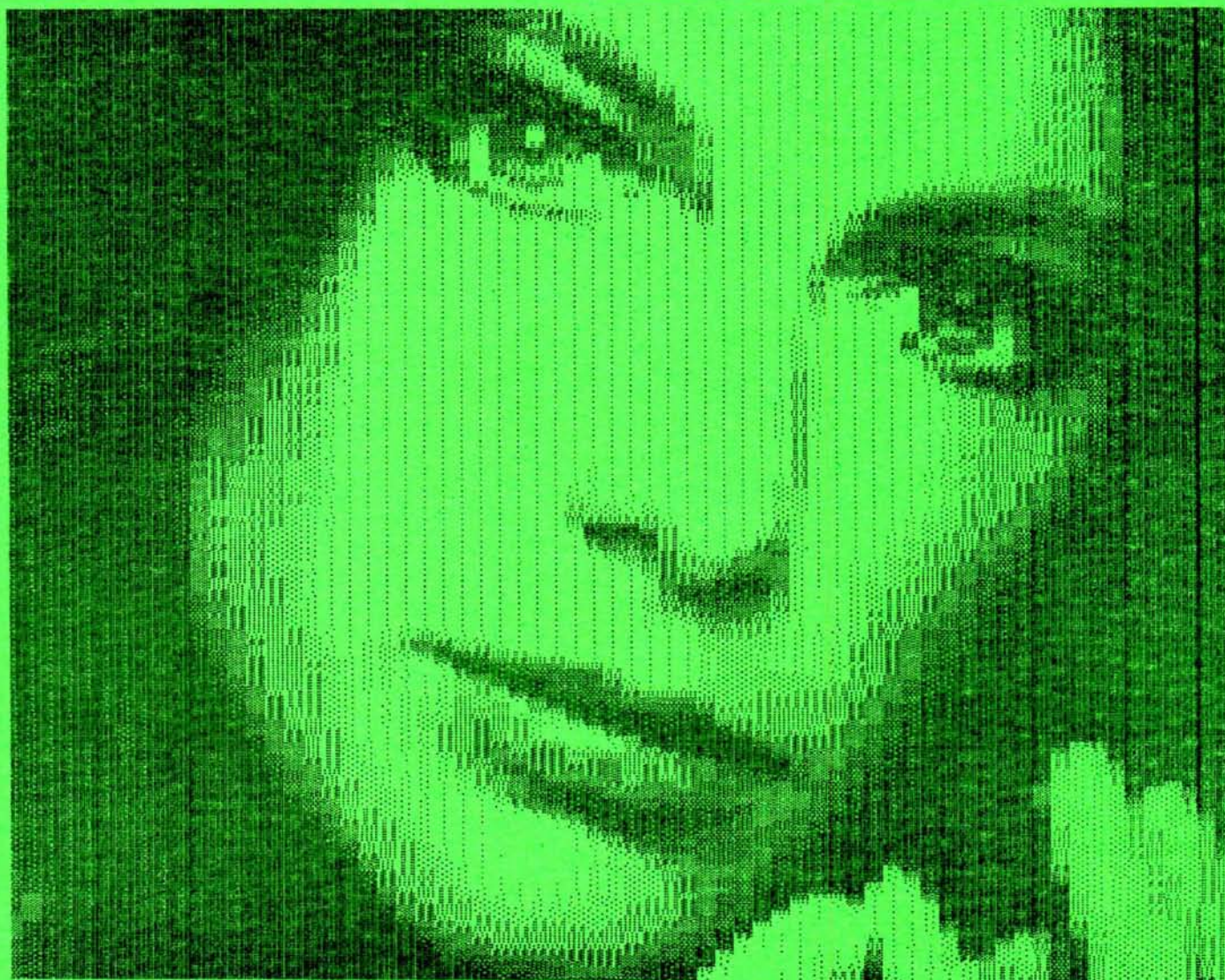


SLCC Journal

SAN LEANDRO COMPUTER CLUB

March, 1988



Graphics 9 Prints
Free the OIDS!
Atari Communicating



2618 Telegraph Ave.
Berkeley, CA 94704
(415)845-4814

Atari ST Headquarters

Complete Atari Systems starting at \$649.⁰⁰

MEGA ST IN STOCK

HARD DRIVES FROM \$599

HOT SOFTWARE TITLES



LOW, LOW PRICES ON SOFTWARE

PUBLISHING PARTNER
FONT DISKS & CLIP ART DISKS
FIRST WORD PLUS
AND
GAMES, GAMES AND
MORE GAMES!!!

WORD PERFECT IN STOCK NOW!!!

**25% OFF Atari Software With
Membership Card-WOW!**

Authorized Institutional Dealer Authorized Corporate Dealer

**SAN LEANDRO
COMPUTER CLUB**
P.O. BOX 1506
SAN LEANDRO, CA 94577-0374

An independent, non-profit organization of ATARI microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the Journal and participation in club activities. Fee: \$20 - US and Canada : \$40 - Foreign

Club Officers:

President	Bob Barton	352-8118
Vice-President	Mike Sawley	482-5061
Treasurer	Lois Hansen	482-2222
Secretary	Jim Moran	523-9265

Program Chairmen:

General meeting	Richard Scott	352-5025
ST SIG meeting	*	*

Software Chairmen:

8-bit	Mark Perez	792-0398
	Cliff Schenkhuizen	537-5245
16-bit	Ted Lawson	636-0462

Disk Librarians:

8-bit	Richard Stiehl	865-6859
16-bit	Ted Lawson	636-0462

Print Librarian:

Einar Andrade	484-4484
---------------	----------

Technical Advisers:

C language	David Beckmeyer	632-1367
Mach. language	Frank Daniel	471-8133

Special Interest Groups

Basic SIG	Guy Cochrane	582-5561
Beginners 8-bit	Richard Stiehl	865-6859
SIG ST	Jim Moran	523-9265
Business SIG	Chuck Amaral	632-1367
Comm. SIG	Mike Sawley	482-5061
Education SIG	Lois Hansen	482-2222
Music SIG	Terry Abbott	562-4526
Pascal SIG	Mike Morrow	
	Gary Newport	785-2047
ST SIG	Bob Barton	352-8118
ST Software SIG	Bob Barton	352-8118

SLCC JOURNAL

Permission to reprint uncopyrighted articles in any non-commercial application is permitted without written authorization, provided proper credit is given to the SLCC and the author. Opinions expressed are those of the authors and not necessarily those of the SLCC.

Editor	Bob Woolley	865-1672
Asst. Editors	Frank Kliewer	483-1481
	Jennie Kliewer	
Layout Asst.	Ralph Cavagnuolo	889-9060
Cover Art	Jim Hood	534-2197

TABLE OF CONTENTS

Front Cover	4
Atari Communicating	5
Hints	7
Free The OIDS!	8
Editorial	10
PD Graphics	12
Minutes	14
Calendar	15

OFFICIAL SLCC BBS

8/16 KEY SYSTEM 415-352-5528

16 BIT STU'S PLACE 415-782-4402

ADVERTISING RATES:

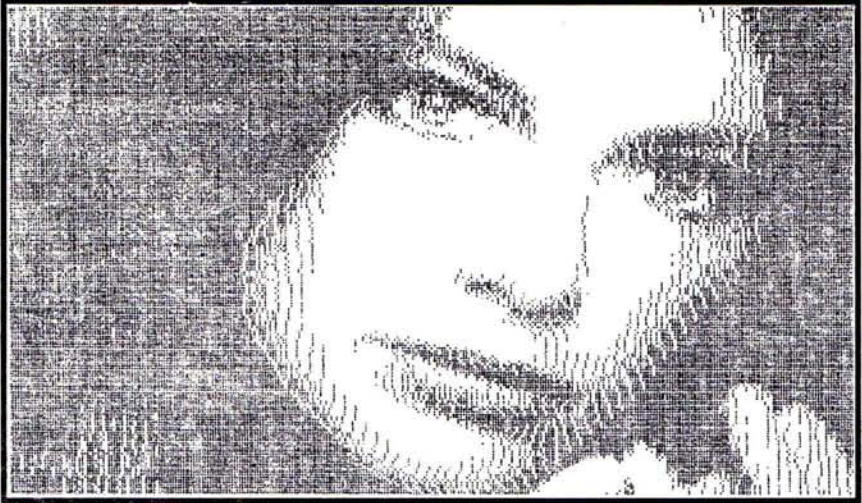
FULL PAGE FOR 3 ISSUES \$100
FULL PAGE \$50. QUARTER PAGE \$18
HALF PAGE \$30. BUSINESS CARD \$5

About that cover...

The cover this month is a Graphics 9 print of a file that I downloaded from the CompuServe Atari8 SIG. This 8-bit Graphics mode allows 16 shades of one color in your picture, but each picture elements (pixel) is rather large. Although this produces a somewhat (?) blocky image when

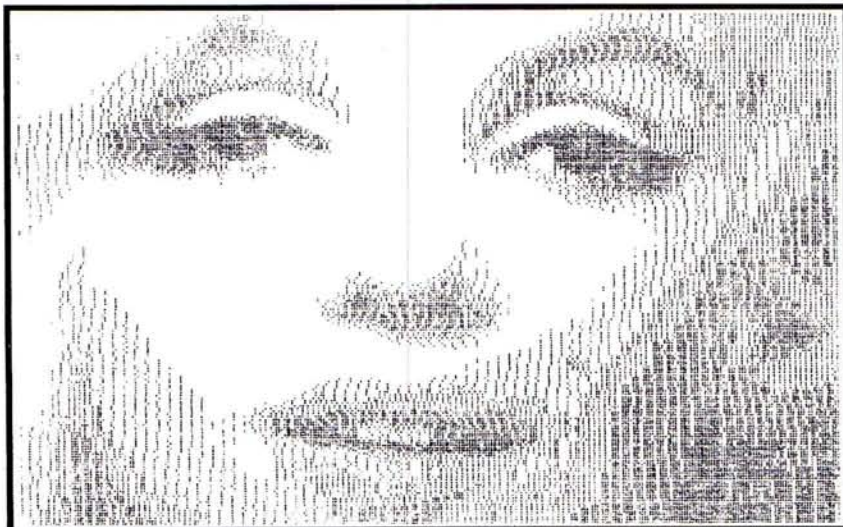
viewed at close range, at a distance your eyes integrate the individual pieces into a very impressive photograph. Now, of course, for the reader of the Journal to appreciate this file, some way has to exist for me to print it on a dot-matrix printer. This proves to be quite a task since the printer cannot print 16 different densities of each dot by itself. To simulate 16 shades, the picture dump program has to print each pixel as a grouping of dots, each shade having a different number of dots printed.

Not wishing to spend all week trying to print one of these graphics by writing my own routine, I grabbed my Print Graphics To Printer programs and booted up. After a number of failures, I finally found one commercial program that would print the Graphic 9 screen, PrintWiz, from Allen Macroware. This program is one of



the better graphics dump programs, but it does not quite print 16 shades to match to video display. For practical purposes, PrintWiz only prints 5 different shades to simulate the 16 in the actual picture. The small prints on this page are examples of a PrintWiz output on an Epson FX-85 printer. If you want to produce hardcopy output of any 8-bit graphic, this program will do a good job for you at a reasonable price.

A program that simulates all 16 shades is available at an even more reasonable price - maybe a dollar or two. From CompuServe. It is in DL4, the graphics library, as GR9PR.XMO. For a few minutes time, you can download this gem and scores of picture files to go with it. This was the program used to print the cover this month (couldn't find any St. Patrick's Day graphics, but I think she's Irish). In fact, the



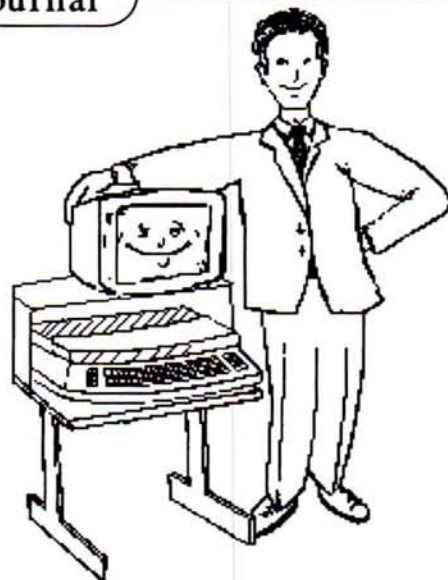
Club's PD library may even have a better dump routine and some great graphics also, but CompuServe never sleeps and never goes out of town. When you need something, you have instant access (if you can get the kids off the phone!). Many of the commercial software producers have moved on to more profitable machines and good Public Domain programs are moving in to fill the void. This software will play an increasing role in the support of the 8-bits in the years to come, so keep an eye on the PD scene - that's where it's at.

Communicating With Your Atari

Part One of a Three Part Article

By Steve Everman

(Contributing programmer for Antic Magazine)



This article is going to explain to the beginning programmer how to get images onto the video screen. A little knowledge of Atari BASIC is needed but nothing else, except a willingness to re-read portions you don't understand, so buckle up it's going to be a fast ride.

The first thing I'd like you to do is get that plastic magnifying glass that came in your last box of cracker-jacks, and hold it up to the screen. WOW, you can actually see the pixels that make up the screen-can't you? Notice how the white is not really white at all, but all of the colors put together. Strange isn't it, that the screen colors are actually made up of differing amounts of RED, GREEN, and BLUE?

The pixels that you just looked at are created by an electron gun that throws electrons against the screen exciting a phosphorescent coating on the inside of the picture tube. The operating system looks at a place inside your computer that is called SCREEN MEMORY and then tells the gun to fire electrons at the screen in a fashion that matches the information contained in SCREEN MEMORY. The gun begins in the upper left corner and shoots in a straight line to the right then breaks off, drops down one SCAN LINE and does it again. It keeps doing this until it reaches the bottom SCAN LINE. After aligning itself back at the top it starts all over again. And it does all of this 60 times a second!

Before we go much further, we should stop and discuss a couple of things. There is a lot of miscellaneous information that a beginning programmer might not have at her finger tips, yet.

BITS, BYTES, WORDS, LONG WORDS

As I'm sure you've heard a thousand times: "The memory of a computer is made up entirely of

witches that are either on or off." That is, they have power to them or they don't have power to them. Another name for each of these switches is a bit. It is the lowest common denominator in a computer. All of the other names for amounts of computer memory, such as word and byte, are simply an agreed upon name for a specific number of bits.

We all agree to call one egg-an egg, twelve eggs-a dozen and twelve dozen-a gross. And because of this, we can phone up the grocer and order the number of eggs we wish by name. The same is true of computer memory. One bit is called a **BIT**. Four bits are called a **NIBBLE**. Eight bits are called a **BYTE**. Sixteen bits are called a **WORD** and 32 bits are called a **LONG WORD**.

BITS AND BINARY

Most math historians agree that our math is based on ten because we have ten fingers. If we had only two fingers we would have based our math on two. In a way it's too bad we don't have two fingers because a numbering system based on two is exactly what we need for computers. As you know, a bit can have two states: ON or OFF. If we agree that the value ONE is ON and the value ZERO is OFF then we need only two numbers. Thus we use Binary math.

In our decimal numbering system we increment the LOW ORDER or furthest right digit until it reaches 9. We then replace the 9 with a zero and increment the digit to its left creating the number 10. The same is true of binary except 1 is as high as any digit can get.

Lets say we start with zero and increment it by one then we have 1. But if we then increment the

1 by one we have 2 in binary, written as one-zero or 10. Ten you say? No not ten, two in binary. What we did since we don't have numbers larger than one is increment the right bit and carry the one. It may seem a bit confusing at first, and it is, but don't worry too much about it. It will settle in eventually and it's not vital to this article.

The important points to remember are: a word is 16 bits long and that the bits are numbered from right to left starting with zero.

ONE WORD

15/14/13/12/11/10/9/8/ / 7/6/5/4/3/2/1/0
HIGH BITE LOW BITE

The numbering of the bits is important because it can tell us the value held in the word. Let say for example the word above held the value:

0000 0000 0000 0111.

In decimal that would be equal to 7 (seven). But, how did I figure that out? Well, there are two ways to do it. The easiest is to know that each bit is twice the value of the bit preceding it. So the value of bit "0" if it is on is 1. The Value of bit "1" if it is on is 2. The value of bit "2" if it is on is 4. and so forth. So since the first three bits are set I simply added 1+2+4 = 7. If bit one had been off giving us the binary number:

0000 0000 0000 0101,

we would not have added the 2, and our answer would have been 4+1=5.

Bit Values

Bit #	Value of bit
0 -----	1
1 -----	2
2 -----	4
3 -----	8
4 -----	16
5 -----	32
6 -----	64
7 -----	128
8 -----	256
9 -----	512
10 -----	1024
11 -----	2048
12 -----	4096
13 -----	8192
14 -----	16384
15 -----	32768

These numbers are magical and if you continue your study of computers, you will grow more and

more fond of them. For example, if you pick any bit value and add up all of the numbers that come before it, it will always be one less than the number you picked. And as you work with the numbers it will become obvious why. In fact, the man who discovered the idea thought he had found God when he saw the beauty of these numbers and their relationships.

The second way to find the value of a 16 bit WORD is to take 2 to the power of the bits position. For example, the binary number:

0000 0000 0000 1001

is equal to 9. The three and zero bits are set, thus we do $(2^3)+(2^0)=9$. (Editor's note: any number to the power of 0 is equal to "one".) Again don't worry about this, it is just an alternative.

SCREEN MEMORY & RESOLUTION

Screen memory is always a 32k (32 * 1024 bytes) block of memory, despite what resolution you are in. The changes in the different resolutions are the amount of colors available. There are 16 colors in low resolution; 4 colors in medium resolution; and black and white in high resolution. The differing amounts of colors are because we have to keep our screen memory to 32k. It's a give and take situation. We give up colors to get resolution and we get colors if we give up resolution. If we had unlimited memory and unlimited speed in our processor then we would be able to have unlimited colors. But we are limited, and 32k seems to be a practical amount of memory to manipulate. We mentioned before how the screen is refreshed (redrawn) 60 times a second. Every time it is refreshed every WORD of the 32k of screen memory is read. And that's a lot of reading even for a speed reader like our 68000 processor.

HIGH RESOLUTION

Although I haven't written a demo for high resolution, let's take a quick look at it anyway because it's the simplest. In High resolution there is a one to one correspondence between SCREEN MEMORY and what shows up on the monitor. If every bit of the first WORD of screen memory was SET (1 not 0), then you'd see a straight black line running 16 pixels across the top of the video screen, mimicking the first (16 bit) WORD in screen memory. But, if you PEEK into the first word of screen memory, Basic feels obliged not to give you the binary number 1111 1111 1111 1111. It will translate it into decimal for you and give you the number 65535. Now if we poked the decimal number 3 into the first word of screen memory,

(continued on next page)

which of the pixels do you think would be set on the screen. Perhaps seeing it translated into binary would help. 0000 0000 0000 0011. Remember that bit zero (furthest to the right) has a value of 1 when it is set. And that the next bit, (bit one) doubles the value of the proceeding bit. So $1+2=3$. Thus the first 14 pixels would be background color and the last two pixels would be black. Only pixels that are set to one will turn the screen on.



"Pull out
your
magnifying
glass . . . "

There are 40 (16 bit) WORDS across the screen horizontally totaling 640 pixels per line. This is exactly the resolution claimed by ATARI. It's nice when things work out like that isn't it? These 640 pixels that make up one horizontal strip across the screen, are called a SCAN LINE and if you pull out your magnifying glass again, you'll even be able to see them.

(Next month look for part 2 of this article which will give you an easy "type in" program for a Butterfly flitting across the screen... Ed.)

END

Font not found !

IF you have ever tried to load a Publishing Partner Document and it won't load into the program because it says : "Font not found" ? But you KNOW that you did it in a particular font that you have on your Publishing Partner disk. Just go back to the desktop and click your mouse on the document. This will bring up the alert box that you can only "show" or "print" the file. Click on "show" and it will tell you the fonts that Publishing Partner "thinks" you need on your directory. It will "save" all the fonts that were loaded in upon boot-up whether you used the fonts on the document or

JK

Scanner for the XE/XL's

The January "Phoenix" newsletter (from Toronto, Canada) had an interesting bit of news in the "Snippets" column by Larry Sannuto :

"Mark Elliot of Innovative Concepts wrote about his company's latest product, a fibre optic link scanner for the XE/XL machines. Similar to the ST oriented IMG unit, you mount it on your printer and scan away producing standard 62 sector files or 492 sector raw data files. You can then modify the results with ordinary micropainter utilities. Write Mark at:

Innovative Concepts , 31172 Shawn Drive
Warren, Michigan 48093"

One more interesting bit of information was about a very large IBM user group in Texas called "HAL"-the Houston Area League. This group has 6000 members ! They have 43 SIGS, a people "help" list that is three pages long and they get about 100 new members every month ! Well, that certainly gives us something to "shoot" for . Ha Ha.

Creating a Graphics File

The best way to save your Degas format graphics is in the compressed format which will be loadable in the new update of Publishing Partner. Presently, I store my graphics compressed, PC3, (which only uses about one third the space) and then, later, pick out the ones I want to use and change them to PI3. A time-consuming chore that will let you reap benefits in the future is creating printed pages of all your compressed graphics. To do this and get the "most" out of each catalog page:

- 1) load a picture into Degas on screen #1.
- 2) Take each graphic on the screen and re-size it to about half the original size using the "stretch" mode.
- 3) As you re-size each picture, take it to another screen and block print it (you should be able to get about 2-3 times as many on one screen.
- 4) This is your catalog screen and when you have two catalog screens then print them out on one page ,using "alternate"- "print". Be sure to label the pictures . Example: Border12.

JK

Free the OIDS!

Game Review by:
Frank Klierer

FTL did it to me again. Just when I thought I had found my game of choice (DUNGEON MASTER), for those infrequent times I need a little diversion, they up and enlist my services in a cause too noble to refuse. You see, in this parallel universe, easily accessed through your ST color monitor via a single sided disk, you will find prejudice too disgusting to ignore.

On several planetoids in galaxies throughout the universe, loathsome Bio-creates have enslaved their android creations to a life of neglect, abuse and horrible death. Once you've seen the hopeless little OIDS running around pleading for you to rescue them, you know you must take up the battle cry: "Free the OIDS!"

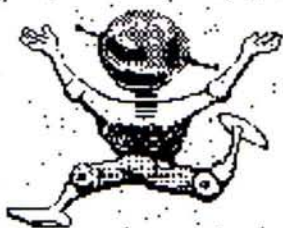
There are diabolical defenses to overcome, but if you have a firm hand to control your ship, and a cool head to handle the devious

traps, then you will go to bed, eventually, with the satisfaction of having saved some helpless souls and kicked some bad rear ends in the process.

As I mentioned in last month's JOURNAL, my respect for FTL that began with SUNDG, was rekindled with DUNGEON MASTER. Now they have shown me that their quality products are no fluke. Like anything else in life that one finds to be superior, hard work and genius are lurking beneath the surface.

A friend just dropped by while I was writing the above and mentioned that he had heard that OIDS was a cross between a choplifter and lunar lander type games. If the JOURNAL deadline wasn't tomorrow (which OIDS has already threatened) I'd have whipped out my OIDS disk and shown him the truth of the matter. He did try to borrow it when he left. I told him, "You can have the television and the stereo, but get your mitts off that disk!"

The ship is similiar to a lander, but much more forgiving and smooth to operate from either a joystick or the keyboard.



I first, naturally, went with a joystick, but fascination with the key edit function now leads me to spend all of 20 seconds, after booting up, selecting which keys to play with. This way I can do different things at the same time. I've found that the arrow keys' undocumented settings to be the best for the main ship controls of turning, thrust and shield, while 3 keys on the bottom left like "control," "shift" and "alternate" give a comfortable feel for the weapons and recharger. The ship is a dream to fly and land, it's the gravity traps, hideous weaponry and teleport puzzles that are the nightmare. The screen layout is very pleasing to the eye, and



watching the little OIDS running around begging to be picked up, after you have cleverly set them free, is a treat.

The first couple of planetoids are a walk in the park, as you learn to fly your V-Wing fighter. The "Esc" key is always near at hand if you want to freeze the action and talk to someone. As in simulating being a husband, father or friend. Here is another nice little touch as the screen dims when you freeze the action. Then as your skill increases and your bravery foolishly inflates, you can move on to more challenging galaxies. So far it seems like a good idea to pacify a planetoid as much as possible before

releasing any OIDS, unless you are down to the last of the four fighters in your squadron, then pick up a full load to gain an extra fighter.

As if the game itself wasn't worth the price of admission (which you should find to be dirt cheap at your local dealer of fine recreational products), these jokers at FTL threw in the construction set with which they created all the games on the OIDS disk. Come on guys. But just think of it for a minute, now you can torment your friends and neighbors with your own fiendish creations. Or make your favorite little Hades even more tormenting. Or better yet, cheat and make it easier. Who me? Not on your life. Turn around just a minute please. Ok, where was I?

Yes, it's all here in one neat and tidy little package. But, that's still not all. FTL had to throw in one more little kicker to prove intelligence and insanity go hand in glove. They'll pay you to save the OIDS! That's right, FTL is handing out a hundred dollars a month until the end of March 1989 to the best original galaxy submitted to them each month. And on top of that, "No more" you scream in disbelief, they'll send all contestants a disk containing all the winning entries. STOP! I can't take it anymore. I'm going to bed.

But first, I must free just a few more of my little buddies...

Challenge to FTL:

Create us a program that stops or at least slows down time enough so we can find the necessary space in the day to hold down meaningful employment and still be able to devote the necessary attention to these quests to which you are sending us.



END

An Editorial

Now that it's plugged in.....

So, you finally decided to come to an SLCC meeting. After buying an Atari computer, you soon discovered that this electronic wonder is really a nightmare to the average new owner. All this user-friendly software must not realize that you are one of the users that it is designed to be friendly with! An army of technocrats seems to have developed a complete new language just for the computer user, where a boot is no longer a piece of footwear, a drive has nothing to do with a car, and a string certainly won't tie up any packages. Lucky for you that someone suggested a visit to your local user group for a little assistance.... Or was it?

If we were to view the meeting through the eyes of a novice, what would we see? More to the point, what would we understand? Would we find a portion of the program that is geared to our needs and interests? Is there a station where we would be drawn, or are we left to wander the maze of small groups, peeking in from the edge for a familiar scenario? Normally, we are greeted with a very knowledgeable group of old pros having a good time, discussing the latest hot rumours from the Atari world, and demonstrating some new high-powered software or hardware. There is a four megabyte ST running MacWrite through a Magic Sac (gee, I hope it doesn't hurt..) and an XF551 disk drive that holds 360K of data on a double-sided, double-density diskette (oh?? How many L's will it hold?). High point of the evening is a discussion about the improvements in the latest release of CyberPaint (are we talking about software yet?).

Conspicuous by their absence are discussions on printing a graphics 9 screen, the different Disk Operating Systems available, or using a ramdisk from the Desktop. Or anything else that a beginner may be interested in. Or understand. Or be able and willing to afford. Everyone knows that this information has been written up in the various Atari-specific magazines many times in the past. All the clubs have PD disks, articles and back issues of newsletters from all over the country that

cover everything a newcomer needs to know. Books are available on any aspect of Atari computing from a number of sources. AND.... the Atari machines have the greatest network of User Groups just waiting to welcome the ..? Waiting to what? Is this a circular argument? (does a bear sleep in the woods?).

Gary, at Computer Spectrum, has informed the Journal that they will be hosting an Amiga/Atari ST show in the Fashion Island Mall on April 30 and May 1. Admission will be free to the public and the Club is invited to attend. Software developers, such as Electronic Arts, will be there, as will the Club itself (if I remember to call Bob Barton about it so he can contact Gary).

Fashion Island Mall is at the western end of the San Mateo Bridge, so come on over!

The club doesn't present a program on using PD menu software because everyone knows that these programs are very easy to use and have been around for years. The Disk Of the Month has a menu program on it every month! But...., how would you feel if you saw the demo of the DOM with the menu and you had never before seen a menu program? Does the screen have a display that announces to the assembled faithful that this program is so easy to use that we don't need to explain anything? Of course not. Everyone *knows* that.

Continued on next page

The SLCC seems to have a problem here. I am not at odds with the scheduled speakers nor the general content of the meetings. Something is just missing. We have a mountain of knowledge to offer the new user but no way to get it to him. Yes, I know that there are SIGs every month that cover elementary computer subjects, but does that mean that the general meetings have to be such a desert for the novice? These are the people with the fewest resources to help themselves! Will the average new user stick around long enough to take advantage of our SIGs? It is doubtful that many of the members of the SLCC who have been around for any length of time can accurately assess what impact a general meeting has on a newcomer. I get the feeling that, for all practical purposes, we have lost the ability to even communicate with someone just starting out with computers.

Have we lost the ability to do something about it?

REW

Does anyone know where to find Bill Steuben, the former Atari engineer that worked on the 1090XL?

Contact: Bob Woolley at
415+865-1672

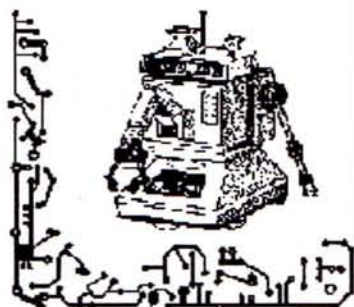
Way to go, David Foster!



The 13th Annual Computer Faire will be held at Moscone Center in San Francisco on April 7 thru April 10. This is the Big Time as far as personal computing is concerned. Dozens of hi-tech seminars are scheduled on topics ranging from Your First Computer to The Macintosh's Second Coming. If you can't find what your interested in at this event, it must be illegal! The Club will have an active booth at the Faire staffed by a number of gung-ho volunteers... right? <-- The line forms at the left! See you there!

These graphics are available on special graphic disk number 3- in the club ST library.

Ask for disk #3 at the MAIN MEETING



HIGHTEC2.



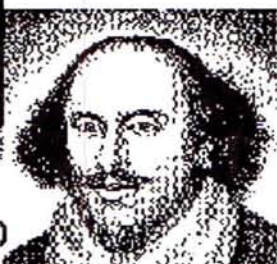
SPOCK.



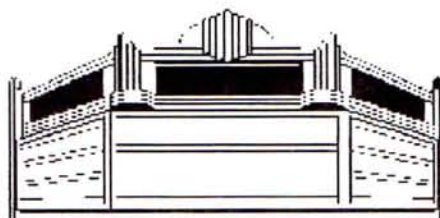
RACETRAK.
(plus Shirlock Holmes
Beethoven, Hart)



MK_TWAIN.
(& Shakespear)



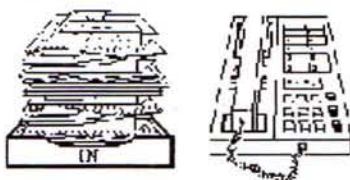
VALENTINE1.



MARQUEE



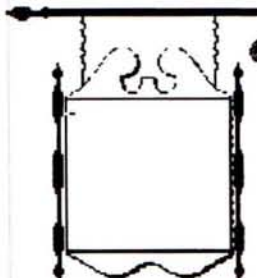
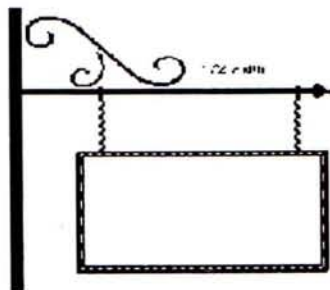
MONROE.



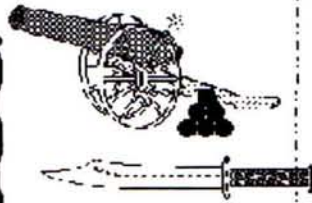
OFFICE1.



TIGGY
(3)



SIGNS1 & SIGNS2



TOOLS.
(7)



These graphics are available on special graphic disk number 3- in the club ST library.

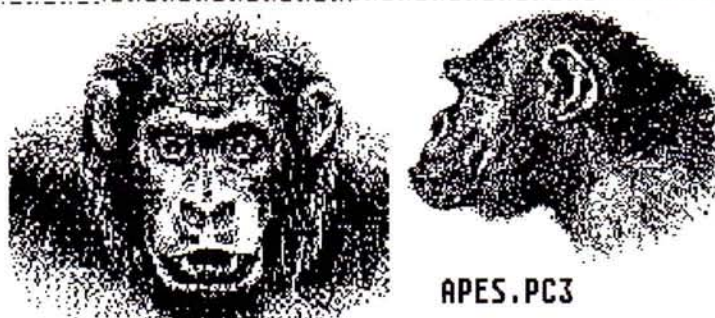
ALIBABA



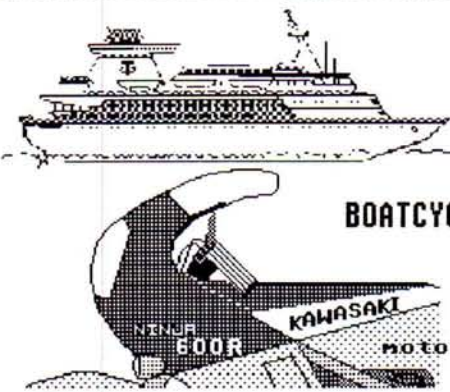
Alibaba.PC3
(2)



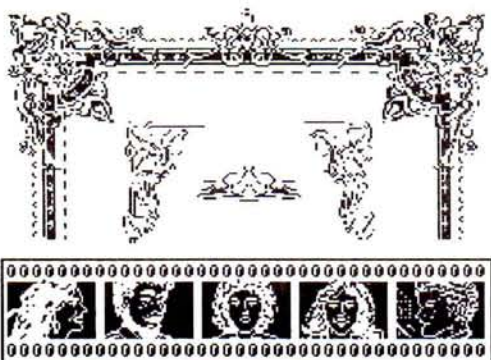
BIZ.
&
BIZZ.
(several
business
pictures)



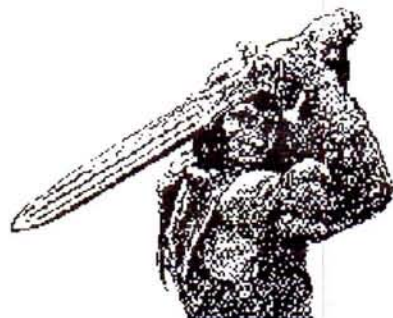
APES.PC3



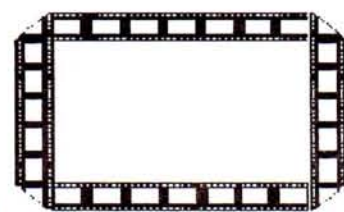
BOATCYCL.
full
sized
motorcycle



Border6.



CONAN.



FILMSTRIP.
COUGAR.



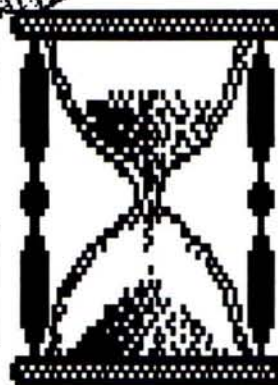
GOTHMOG.
(Feb. Journal
Cover)

VEHICAL1 & 2



Minutes

from February



General Meeting February 2, 1988

The meeting was convened by the President at 8:00 PM and immediately recessed until 8:10 when the meeting resumed with the Roll Call of Officers. Present: Barton, Sawley & Moran. Excused: Hansen (school).

President Bob Barton Showed off the new Mega ST2 which had been received from Atari and advised the membership that the club's 520ST would be used by the Assistant Journal Editors. Bob also brought his personal ST4 to show a new Atari demo specially programmed for the ST4. The demo by Tom Hudson is titled "SPIDER PATROL" and demonstrates with cartoon animation just how good the new Mega's are and answers the question of what to do with four megabytes of memory.

The President talked briefly about the San Mateo show that the club attended. P/D software sold well and there were many interested people wanting to talk about Atari computers. All in all a very good show for the club. Eight bit software chairmen, Cliff Schenkhuizen and Mark Perez, demonstrated this month's floppy which contains the usual assortment of the latest public domain software.

The President introduced three special guest speakers, Brett Durett, programmer whose latest program is an ST mapping utility for use in adventure type games such as Dungeon Master; Steve Hales, programmer who wrote Fort Apocalypse and other 8 bit games; and last but not least Akila (Red) Redman, V.P. Software Development for Interactive Softworks and well known writer of letters to the editor. (Feb. Journal)

Brett has programmed his mapping utility which uses a 250 * 250 grid so it can be used for any adventure type game. Originally it was made to map Dungeon Master before he found

out that he would only need a 30 * 30 grid. When he tried to load his program with the club's new Mega ST it bombed rather badly, a victim of the changed operating system in the Mega's. As soon as he is able to find the problem with the utility he will bring it back to demonstrate and will donate the program to the club for its software library.

Brett, Steve and Red all gave short talks of general interest concerning software programming and some of the problems programmers are having in general and with Atari specifically. Some time was spent discussing the ST game Marble Madness, a conversion from IBM, and why it lacked some of the Amiga features.

After a short break the meeting resumed with a question and answer format. The first item was the announcement that the club's graphics artist, Jim Hood has purchased a laser printer and he will do laser printing for members at a reasonable price.

A list of new software for the 8 bit computers was read off and discussed. Micro League Baseball was discussed at length and the formation of a group to play it was discussed and explained.

The first ST beginners SIG was well attended and interest seemed to be high at continuing the SIG permanently. Some problems with software and the Mega ST were commented on.

David Foster, who won the programming contest, demonstrated his CAD 3D program and explained a bit about the long time the program was in the works (two years) from conception and first attempts through completion.

Being no further business the meeting was adjourned at 10:08 PM.

Respectfully Submitted
Jim Moran - Secty.

March 1988

SLCC Calendar of Events

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		1 MAIN MEETING 8PM San Leandro Public Library	2	3	4	5
6	7	8	9 EXECUTIVE BOARD MEETING	10	11	12
13	14 ST SIG 8PM San Leandro Public Library	15 BEGINNER 7:30 MUSIC 7:30 TELECOM 8:00	16 EDUCATION SIG 7:30 PM ST SOFTWARE SIG 8 PM	17	18	19
20	21	22 PASCAL SIG 7 PM BUSINESS SIG 8 PM	23 ST BEGINNER'S SIG 7:30 PM	24 BASIC SIG 8PM	25 JOURNAL DEADLINE	26
27	28	29	30	31		

Now That It's Plugged In....

The SLCC has a Beginners SIG for those who own Atari 8-bit or ST systems and consider themselves a novice or beginner. We discuss Basic, DOS, operations, system set-up, keyboard functions, and other introductory material. SIG meetings are held on the third Tuesday at 7:30 PM (8-bit) or the fourth Wednesday at 7:30 (ST) of every month. Call the appropriate SIG Leader for information and directions. See you there.....

SIG (special interest group) leaders and their phone numbers are located on the Table of contents page at the front of the Journal. Please call them for more details or directions.



March Meeting

will be great! Be there!!

SLCC

JOURNAL



P.O. BOX 1506, SAN LEANDRO, CA 94577-0374

Next Meeting:

March 1, 1988 • 8 pm

San Leandro Community Library
300 Estudillo Ave

TO

FIRST CLASS MAIL